## **FOSDEM 2023 BUILD-UP**

AW BUILDING

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## **Useful information**

## Rooms

- AW1.120
- AW1.121 (FIT)
- AW1.125 (Stream viewing)
- AW1.126

## **BUILD-UP**

FRIDAY

#### **General timeline**

#### **FOSDEM -1 week**

• Etat des lieux with team of Arnaud Slotte.

## **Thursday**

#### 17:00 - 20:00

• Load vans at the office with Ulysses. We provide food.

#### **Friday**

(Provide your own lunch.)

#### 08:30

• Primary building person arrives at ULB and waits.

#### 08:30 - 12-30

- Rentevent delivery at ULB (building K & building H).
- Solucious Delivery at ULB (building K).

#### 11:00 - 12:00

• Delivery and installation walkie-talkies (Walkies4Events).

#### 11:00

- Staff arrives at ULB.
- Open Kitchen and NOC (ULB 7).

#### 11:00 - 12:00

- Transportation drop off (K and H).
- Prepare for build-up:
  - $\circ$   $\;$  Check all rooms and buildings are open (except the ones that are not yet available).
  - Grab a bite of food.
  - Exchange phone numbers unless the repeater already works.

#### 12:00

• Volunteers should arrive at campus for buildup tasks

#### 12:00 - 18:00

- Build-up.
- Catering vans might arrive.
  - Wafels & zo (14:00).
  - Melis Events (14:00).

#### 18:00 - 18:30

• Collection of all volunteers in K. Build-up should be finished.

• Catering orders food (Chinese): vegan and non-vegan; ask allergies.

#### 18:30 - 19:30

• Dinner.

#### 19:30 - 22:00

• Finishing touches (mostly network and video). Most volunteers go home.

## **Equipment checklist**

What should you have?	Where should it be?	<b>Who</b> should give it to you?	<b>Do you</b> have it?
9 tables (in carts)	H+1	RentEvent	
16 chairs (in carts)	H+1	RentEvent	
4 table cloths (in boxes)	H+1	RentEvent	
6 benches (stacked)	H+1	RentEvent	
4 garbage bins	H+1	RentEvent	
2 ropes	H+1	RentEvent	
2 Welcome to AW building (A1)	H+1	Signage	
<ul><li>4 What's going on in AW (A1)</li><li>2 Saturday</li><li>2 Sunday</li></ul>	H+1	Signage	
Devroom folders (A4 in folder)	H+1 (Box 55)	Signage	
Exterior AW signage (arrows)	H+1 (Box 55)	Signage	
Box 66 (power)	H+1	Equipment	

Box 78 (building box)	H+1	Equipment	
Box 79 (broom sticks)	H+1	Equipment	

## **People checklist**

<b>Who</b> should be there?	<b>Are</b> they here?
FOSDEM Staff	
4 FOSDEM volunteers	
2 FOSDEM signage volunteers	

## Task checklist

<b>What</b> should be done?	When should it be done?	<b>Who</b> should do it?	Has it been <b>done</b> ?
Cover University announcement boards with brown paper. Do not cover vending machines.	12:00 - 18:00	Volunteers	
Put devroom folders in each devroom.	12:00 - 18:00	Volunteers	
Use safety tape to cordon off each fire exit and all fire equipment.	12:00 - 18:00	Volunteers	
<ul><li>Tape signs to each devroom.</li><li>Full/Empty spaces</li><li>Name of the devroom</li></ul>	12:00 - 18:00	Volunteers	
Tape signs to video room and watch room.  • Reserved for FOSDEM staff (AW.1.121) • Watching video stream (AW.1.126)	18:00 - 19:00	Staff	
Assemble the stands.  • See map and list.	12:00 - 18:00	Volunteers	

<ul> <li>1 table per stand.</li> <li>1 table cloth per 2 stands.</li> <li>1 power cord (4 sockets) per stand.</li> <li>Larger ones can be shared.</li> <li>Put stand name on the stand.</li> </ul>			
<ul> <li>Add What's going on and Welcome to signs.</li> <li>See map.</li> <li>One of each at every entrance (front and back entrance).</li> <li>Note that "What's going on" is different between Saturday and Sunday.</li> </ul>	12:00 - 18:00	Volunteers	
Place exterior signage (arrows). See below.	12:00 - 18:00	Signage volunteers	
Put glass recycling boxes at every entrance (front and back).	12:00 - 18:00	CI	
Set up the network.	12:00 - 18:00	Network team	
Set up the video system.	12:00 - 18:00	Video team	
Tape off all cables that run over floors or	12:00 - 18:00	Volunteers	

corridors with gaffer tape (do not use duct tape).			
Put carts for tables and chairs; the boxes that the table cloths came in beneath the stairs. Put building box in AW.1.121.	16:00 - 18:00	Volunteers	

## **TEAR-DOWN**

SUNDAY

#### **General timeline**

#### Sunday

#### **15:00**

- BR meeting in K.4.401. Change walkie-talkie batteries.
- BR check on their buildings to ensure that stands/devrooms are aware of tear-down. Make sure the collection points have everything they need.
- BR estimates how many volunteers they need for their building. Contact volunteers team.

#### 16:00 - 20:00

- Tear-down. There is an order in clearing out the buildings: start with AW and U; move to H, F and J; finish with K. Apart from Janson, K-1 and lower H, cleanup starts at 17:00. K-1, Janson and lower H start as soon as the closing talk finishes (~18:00).
- Catering vans will leave. They take care of themselves usually.

#### 20:00 - 20:30

• Collect volunteers in K for volunteer dinner.

#### 20:30 - 20:45

- Sweep K. Garbage out.
- Volunteers leave.

#### 21:00

• Staff dinner.

#### 22:00

• CI closes the bar(s).

## Monday

#### 08:30

• Primary building person arrives at ULB. Waits for RentEvent to pick stuff up.

#### 17:00 - 20:00

- Unload vans at the office. Boxes stacked according to the label; and with the label in front.
- We provide food.

## **Equipment checklist**

What should you bring back?	Where should it go?	Is it <b>where</b> it should be?
9 tables (in carts)	H+1	
16 chairs (in carts)	H+1	
4 table cloths (in boxes)	H+1	
6 benches (stacked)	H+1	
4 garbage bins	H+1	
2 ropes	H+1	
2 Welcome to AW building (A1)	Garbage	
<ul><li>4 What's going on in AW (A1)</li><li>2 Saturday</li><li>2 Sunday</li></ul>	Garbage	
Devroom folders	H+1 (Box 55)	
Arrows	H+1 (Box 55)	

## **People checklist**

<b>Who</b> should be there?	Are they here?
FOSDEM Staff	
4 FOSDEM volunteers	

## Task checklist

What should be done?	When should it be done?	<b>Who</b> should do it?	Has it been <b>done</b> ?
<ul> <li>Change signage from Saturday to Sunday.</li> <li>Devroom signs (should be in Devroom folder).</li> <li>What's going on.</li> </ul>	07:00 - 09:00	Signage volunteers Staff	
All hands meeting in the FIT room (K).	15:00	Staff	
Swap walkie-talkie battery.	15:00	You	
Do a round of all devrooms informing them of clean-up instructions.	16:00 - 17:00	You	
<ul> <li>They should clean-up from 17:00 and finish by 18:00.</li> <li>They should sweep the room, remove all the trash and take the full trash bags to the containers outside.</li> <li>Brooms, dust pans and garbage bags can be gotten from the Infodesk.</li> </ul>			

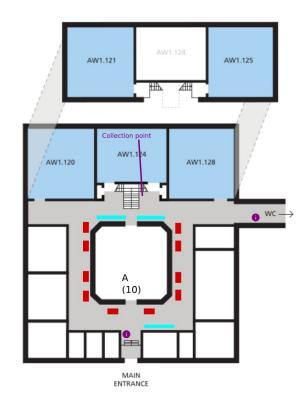
<ul> <li>Laminated signs that are in the Devroom must be put in the folder and handed to the Infodesk.</li> <li>Video and network should not be touched.</li> </ul>			
Do a round of all stands informing them of clean-up instructions.	16:00 - 17:00	You	
<ul> <li>They should clean-up from 17:00 and finish by 18:00.</li> <li>They should put the tables and chairs on carts (K+2 behind the auditorium). Table cloths must be put in the boxes (also K+2).</li> <li>They should remove the garbage in the direct surroundings of their stands, as well as everything they brought.</li> <li>Brooms, dust pans and garbage bags can be gotten from the Infodesk.</li> <li>Video and network should not be touched.</li> </ul>			
Remove all FOSDEM stuff.	18:00 - 19:00	Volunteers	

<ul> <li>Brown paper</li> <li>FOSDEM signage</li> <li>Devroom signs</li> <li>All tape</li> <li>Outside arrows</li> </ul>		
Put FOSDEM equipment in the boxes (if it came out of a box).	17:00 – 19:00	Staff Volunteers
Load the vans with boxes. Follow the instructions of the transportation team.	17:00 - 19:00	Volunteers
Put all carts and all stuff in H+1 for collection.	18:00 - 19:00	Volunteers
Sweep floors, empty garbage bins, clean out devrooms, auditoria, corridors and whatever seems dirty.	17:00 – 19:00	Volunteers
Remove network.  Only after a go from the network team.	18:30 - 19:30	Network team Volunteers
Remove video.  Only after a go from the video team.	18:30 - 19:30	Video team Volunteers
Send volunteers to H when finished.	18:00 - 19:00	Volunteers

## **MAPS AND LISTS**

## **General map**

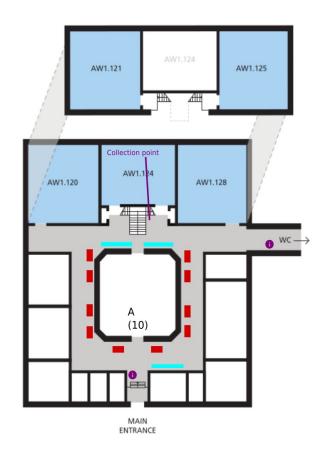
(ignore the stands, see the stands map)



BUILDING AW
LEVEL 1

## **Stands**

## Map



# BUILDING AW LEVEL 1

## List

Stand	Theme	Building	Group	Number	Location
OpenEmbedde d + AGL	Operating systems	AW+1	Α	1	AW+1A1
coreboot/ flashrom	Hardware	AW+1	Α	2	AW+1A2
PINE64	Hardware	AW+1	Α	3	AW+1A3
MicroPython & Espruino	IoT	AW+1	Α	4	AW+1A4
openHAB	IoT	AW+1	Α	5	AW+1A5
Embedded JavaScript: Moddable SDK & Node-RED MCU Edition	IoT	AW+1	Α	6	AW+1A6
wolfSSL	IoT	AW+1	Α	7	AW+1A7
infobooth on amateur radio (hamradio)	HAM Radio	AW+1	Α	8	AW+1A8
GNU GRUB	Operating systems	AW+1	Α	9	AW+1A9

## Signage

#### **Outside**

- Arrows must be attached to trees, poles, ... Be creative (see photo's as a guidance).
- Remember that you must place arrows for people coming to AW and people going from AW.
- Remember that the main entrance is the back entrance.
- Attach with black rubber bands.
- Add Centre and Food signs on AW1 pointing towards U/K.
- The "path of slippery death" between H and F is not to be used. All access is via F.

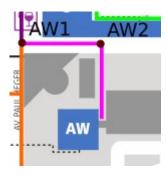
#### List

(spares are in the H FIT Room)

Sign	Amount
U	2
Janson accessible	2
Janson	2
K	2
Shuttle	2

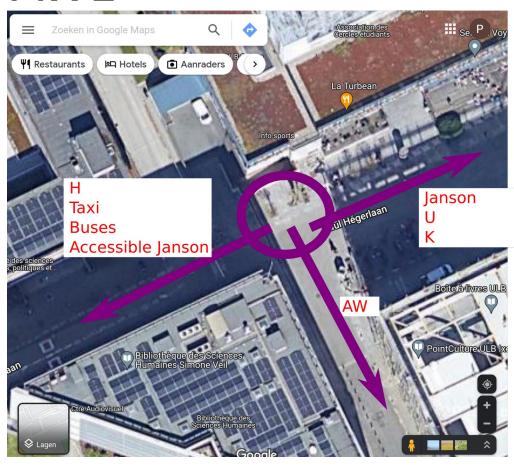
Taxi	2
Food	2
Centre	2
Н	2
FOSDEM	2
AW	4

#### Routes



#### AW1

## AW1



#### **AW2**

# AW2

